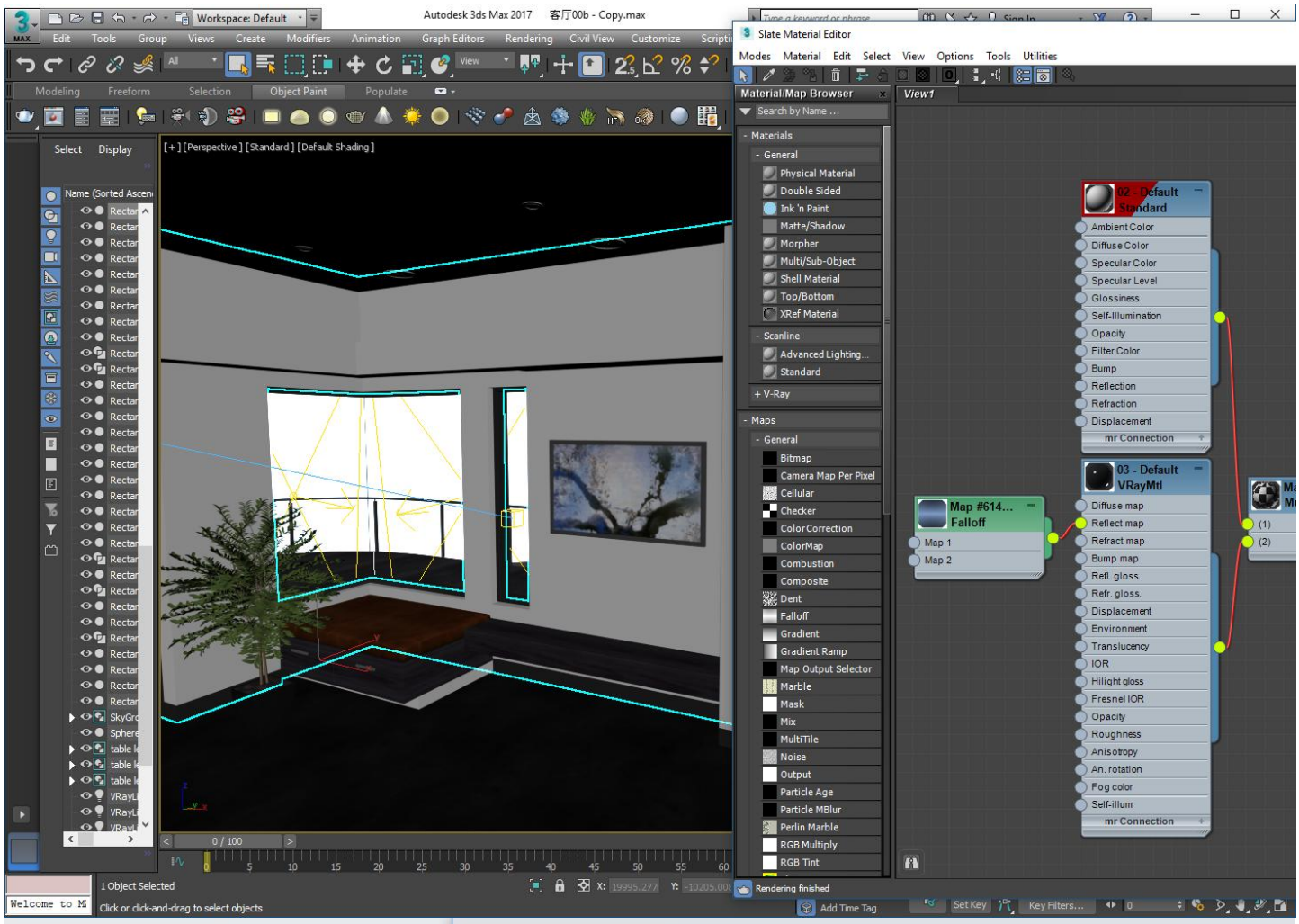
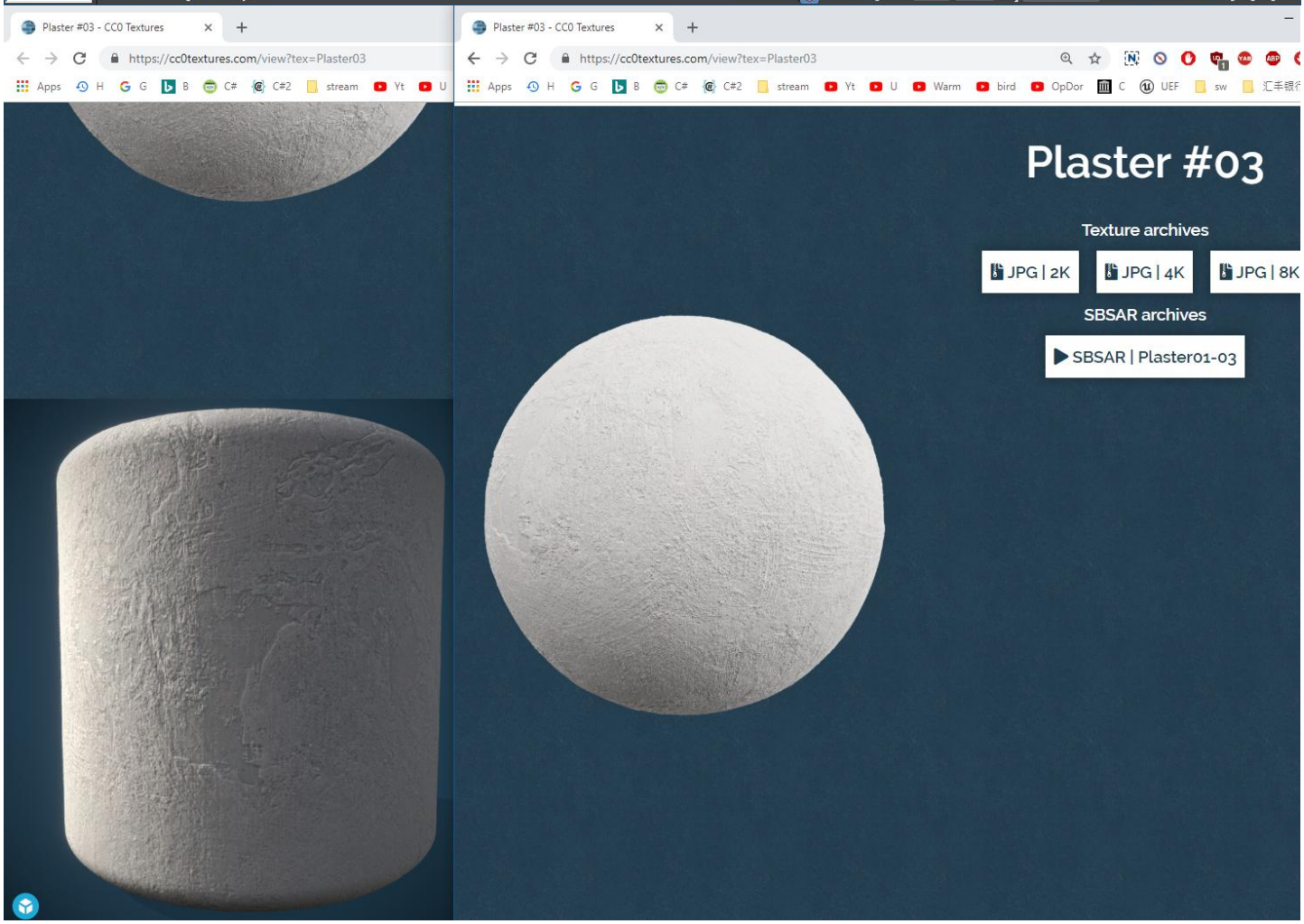
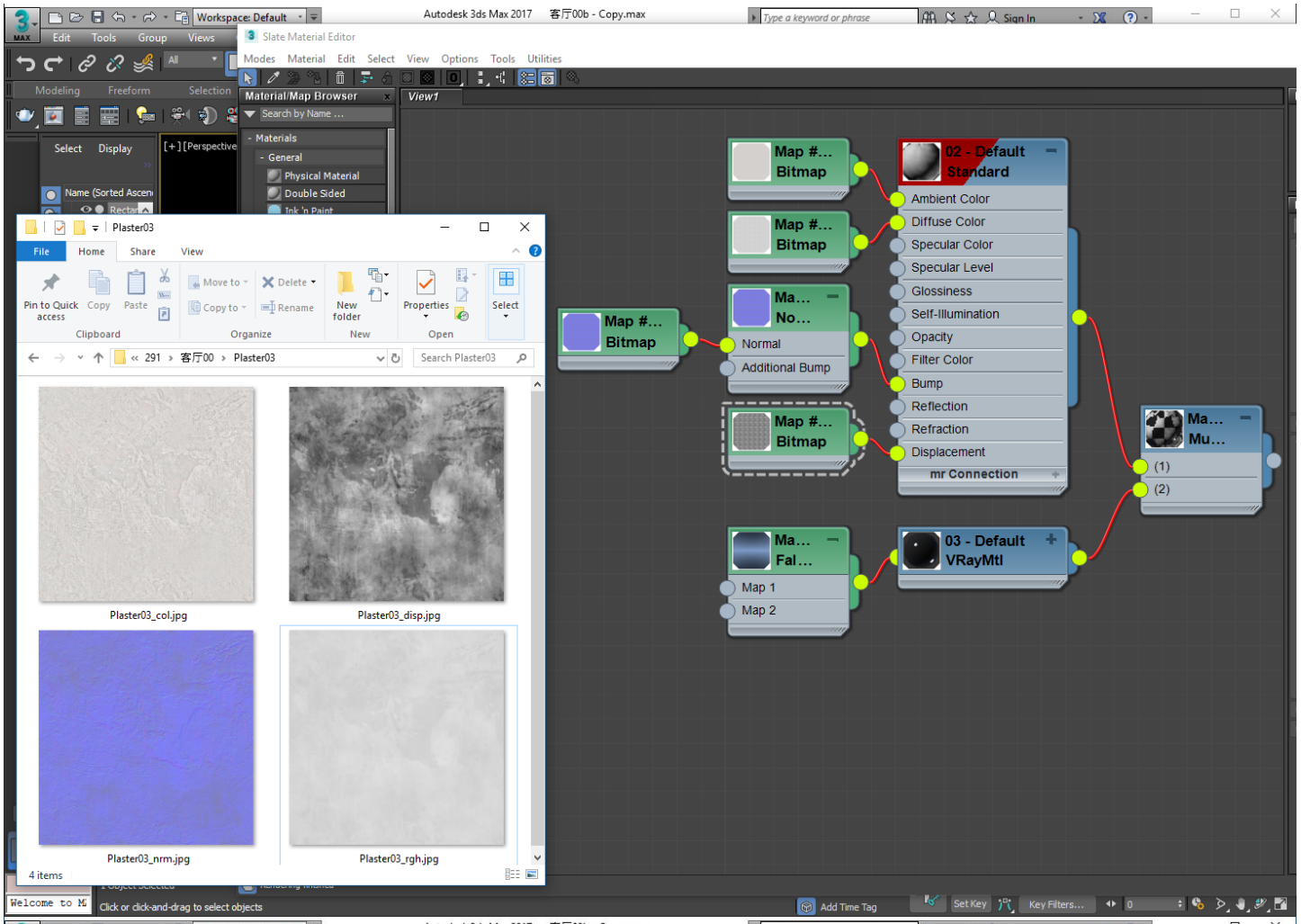
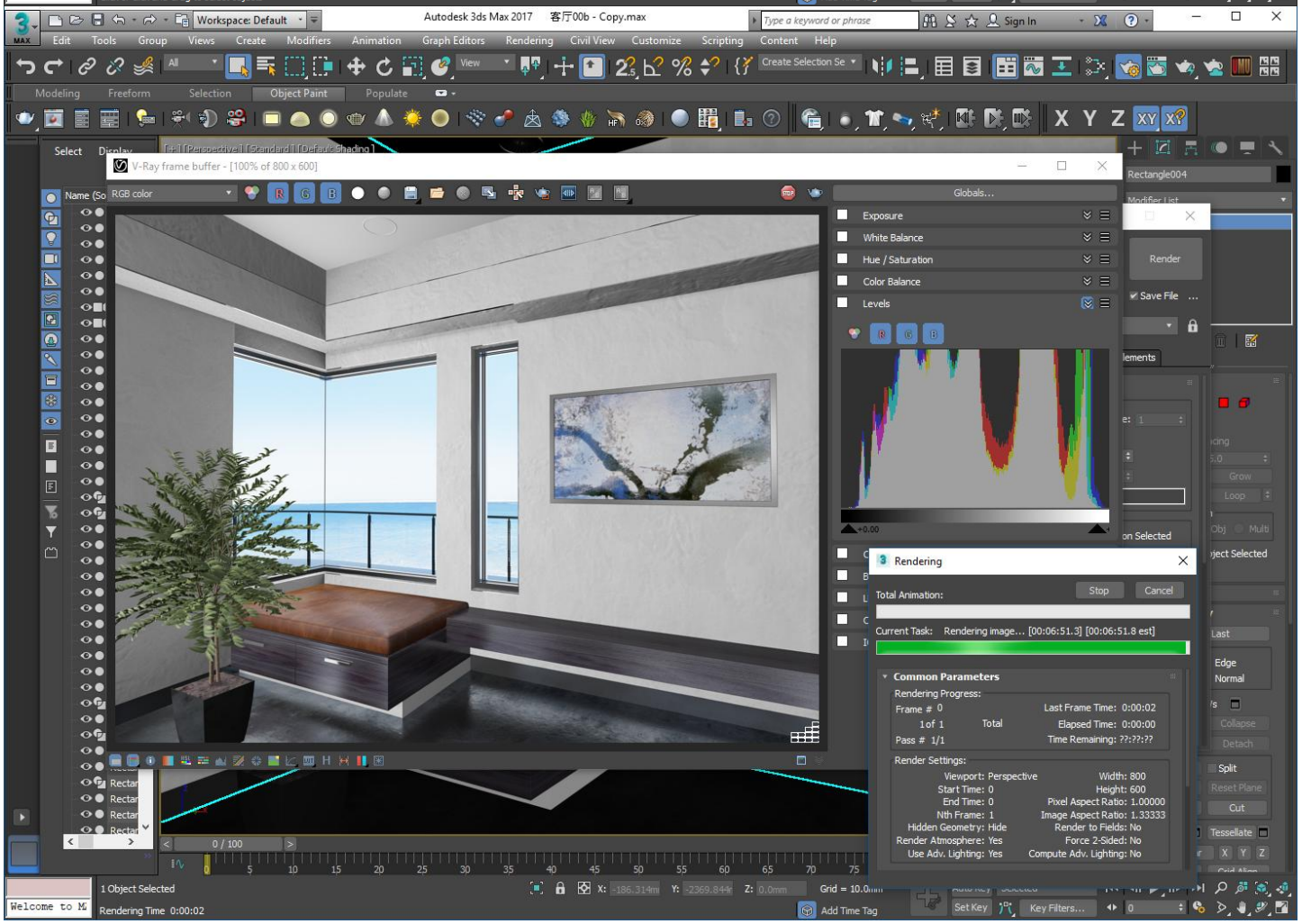
(a) Plaster Material

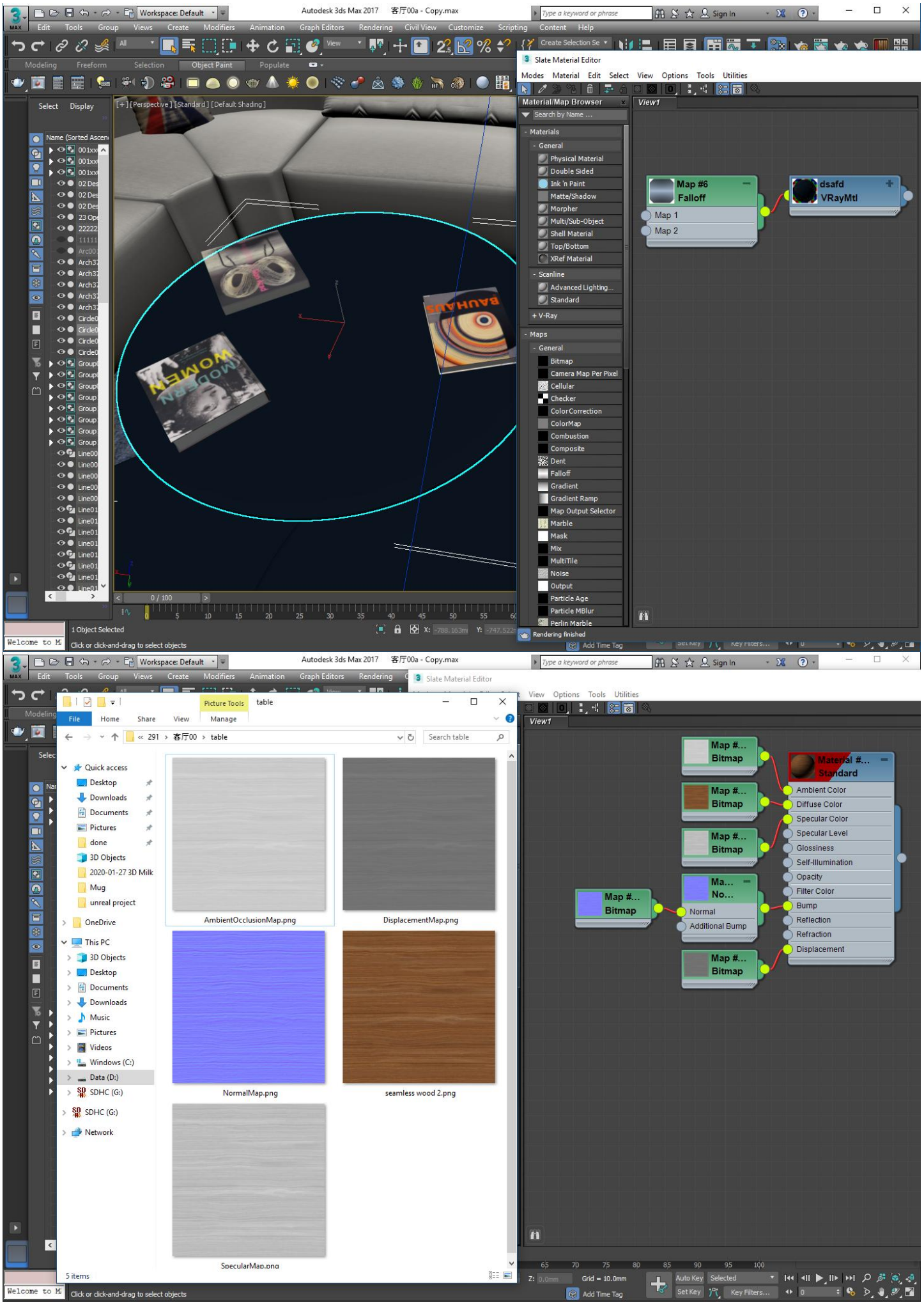


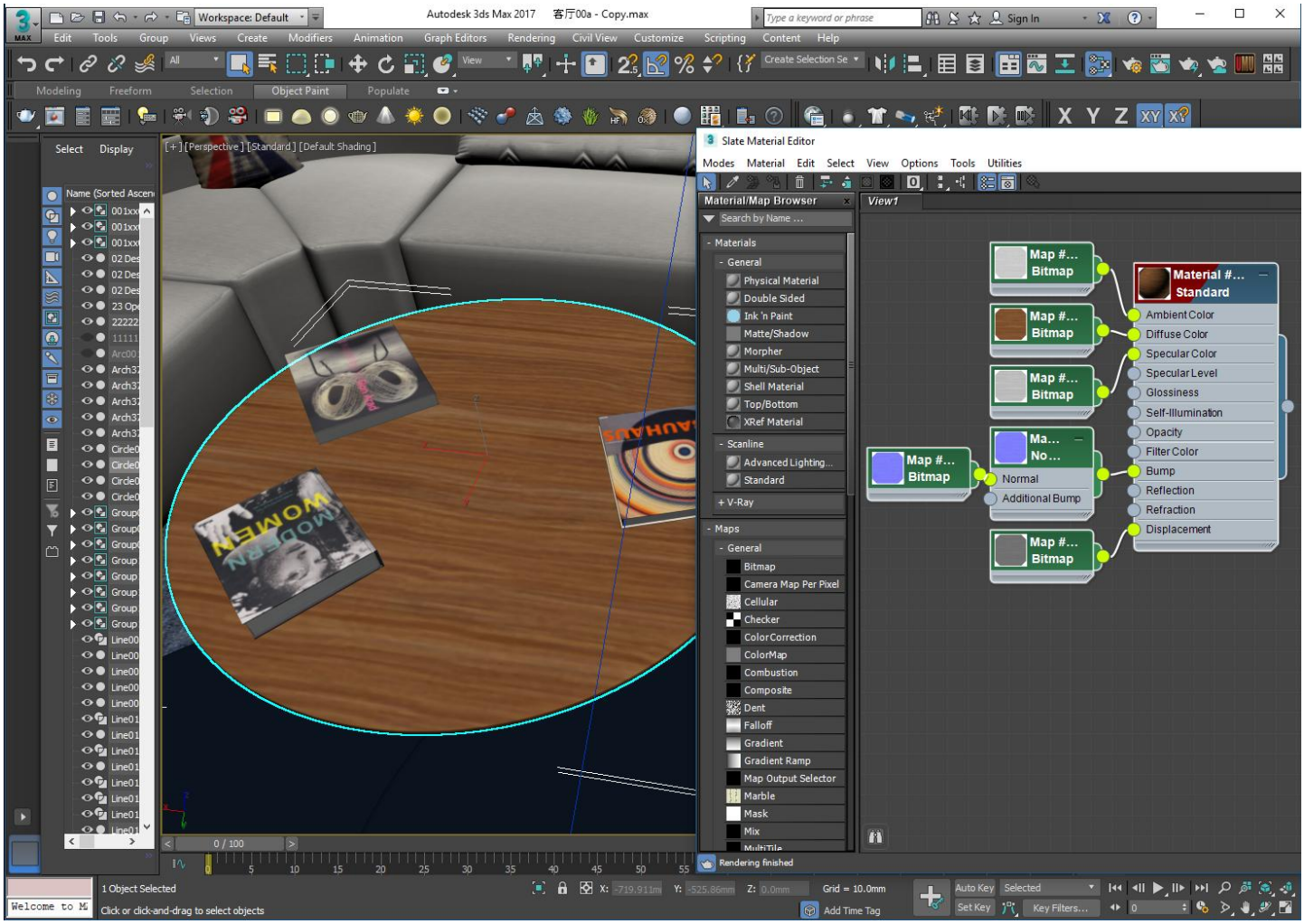


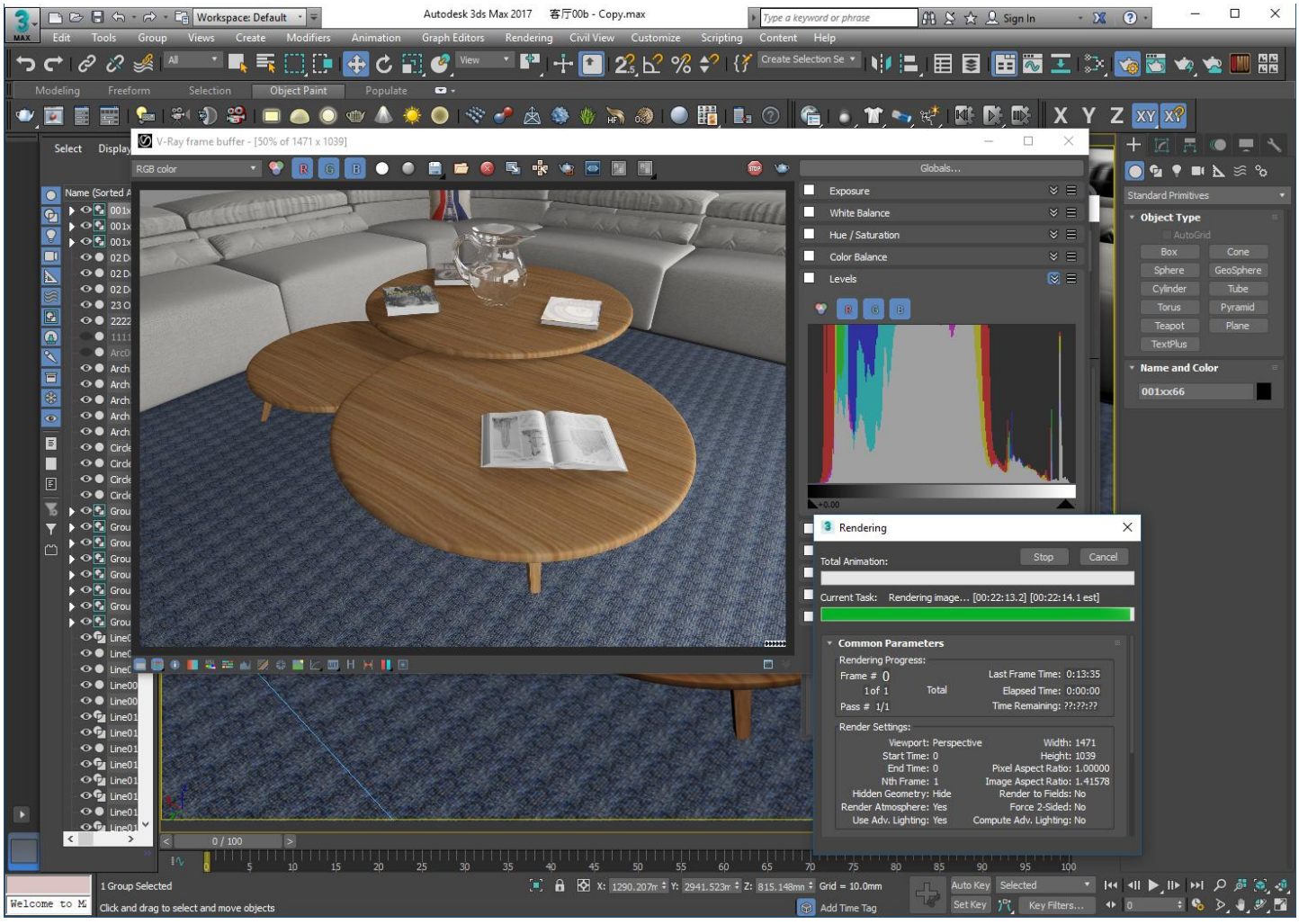

Autodesk 3ds Max 2017
客厅00b - Copy.max
Slate Material Editor
Material/Map Browser
View1
Map #... Bitmap
02 - Default Standard
Ambient Color
Diffuse Color
Specular Color
Specular Level
Glossiness
Self-Illumination
Opacity
Filter Color
Bump
Reflection
Refraction
Displacement
mr Connection
Ma... No...
Normal
Additional Bump
Ma... Mu...
(1)
(2)
Ma... Fal...
Map 1
Map 2
03 - Default VRayMtl
Plaster03
Plaster03_col.jpg
Plaster03_disp.jpg
Plaster03_nrm.jpg
Plaster03_rgh.jpg
4 items


Autodesk 3ds Max 2017
客厅00b - Copy.max
V-Ray frame buffer - [100% of 800 x 600]
Exposure
White Balance
Hue / Saturation
Color Balance
Levels
Rendering
Total Animation:
Stop
Cancel
Current Task: Rendering image... [00:06:51.3] [00:06:51.8 est]
Common Parameters
Rendering Progress:
Render Settings:
1 Object Selected
Rendering Time 0:00:02

(b) Table Material

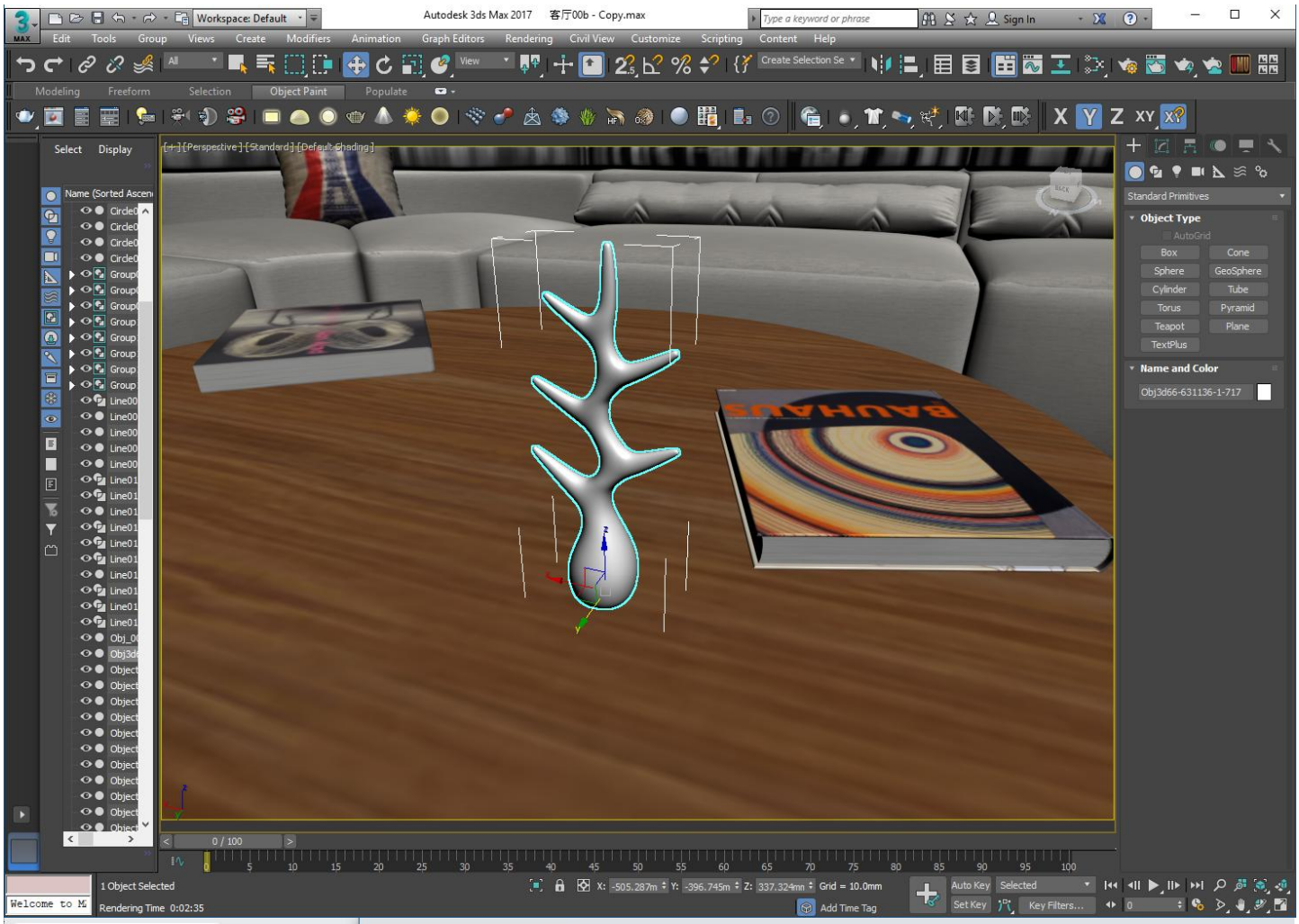


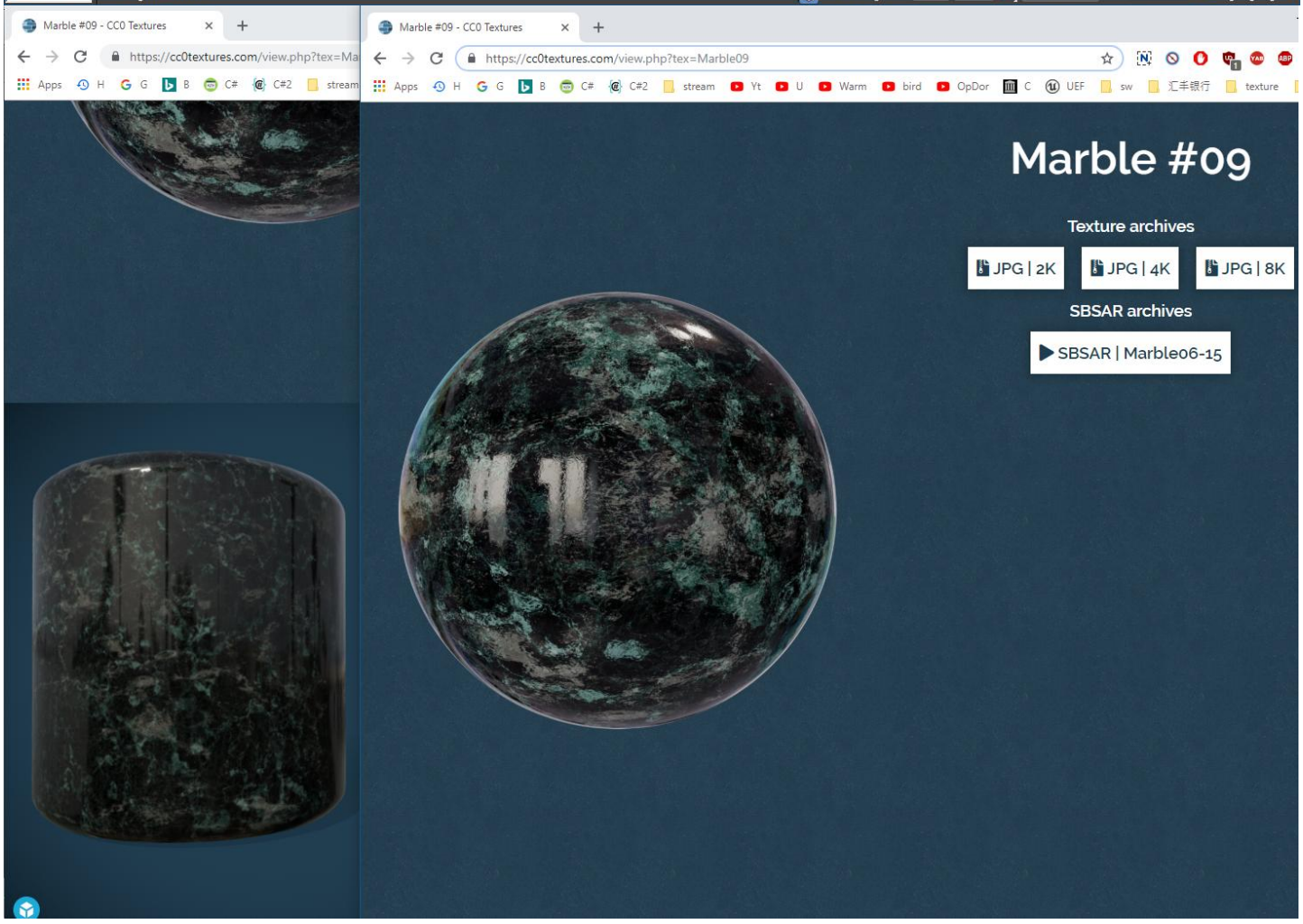

Autodesk 3ds Max 2017 客厅00a - Copy.max
Slate Material Editor
Material/Map Browser
Map #... Bitmap
Material #... Standard
Ambient Color
Diffuse Color
Specular Color
Specular Level
Glossiness
Self-Illumination
Opacity
Filter Color
Bump
Reflection
Refraction
Displacement
Normal
Additional Bump

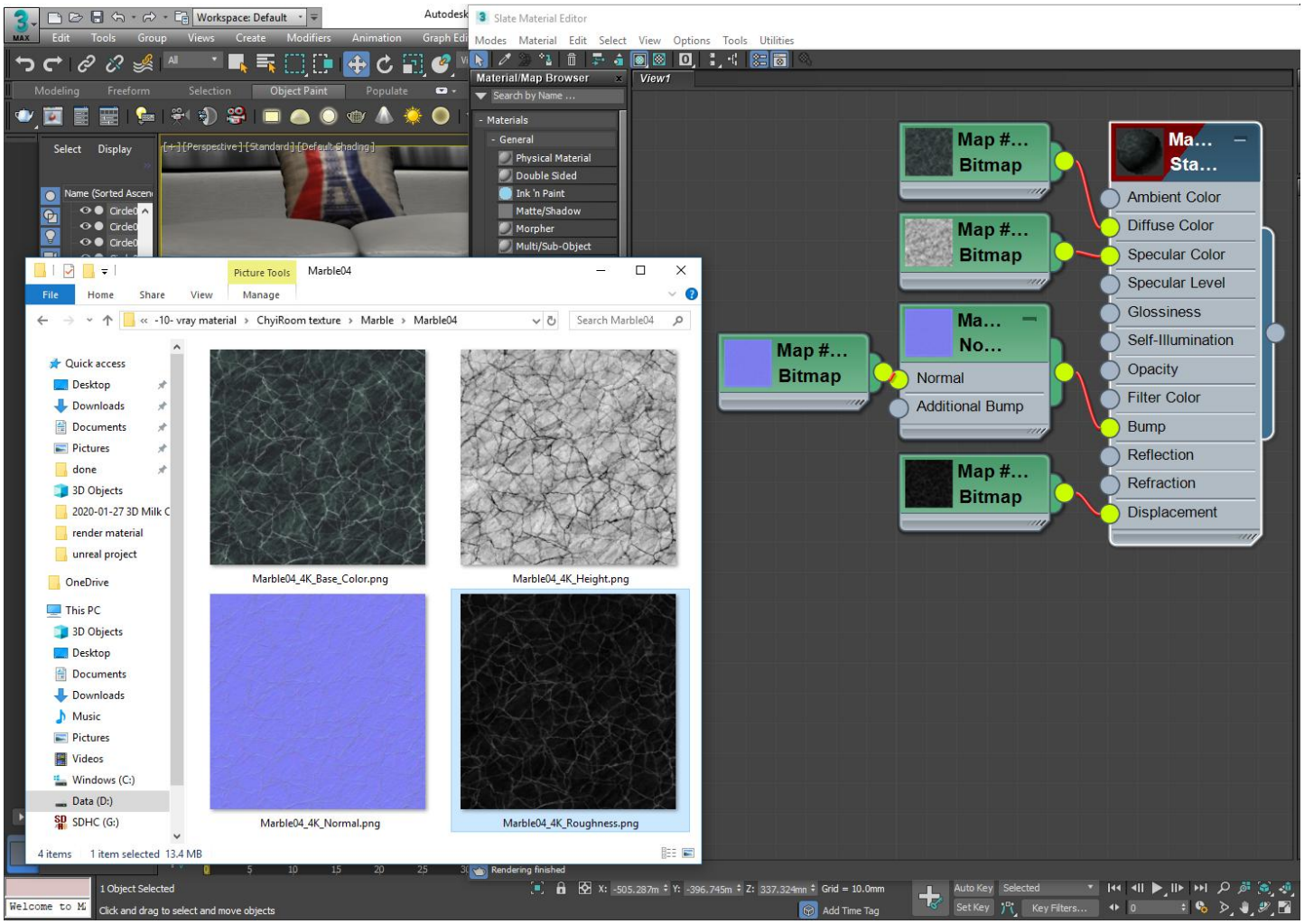

Autodesk 3ds Max 2017 客厅00b - Copy.max
V-Ray frame buffer - [50% of 1471 x 1039]
Rendering
Total Animation:
Current Task: Rendering image... [00:22:13.2] [00:22:14.1 est]
Common Parameters

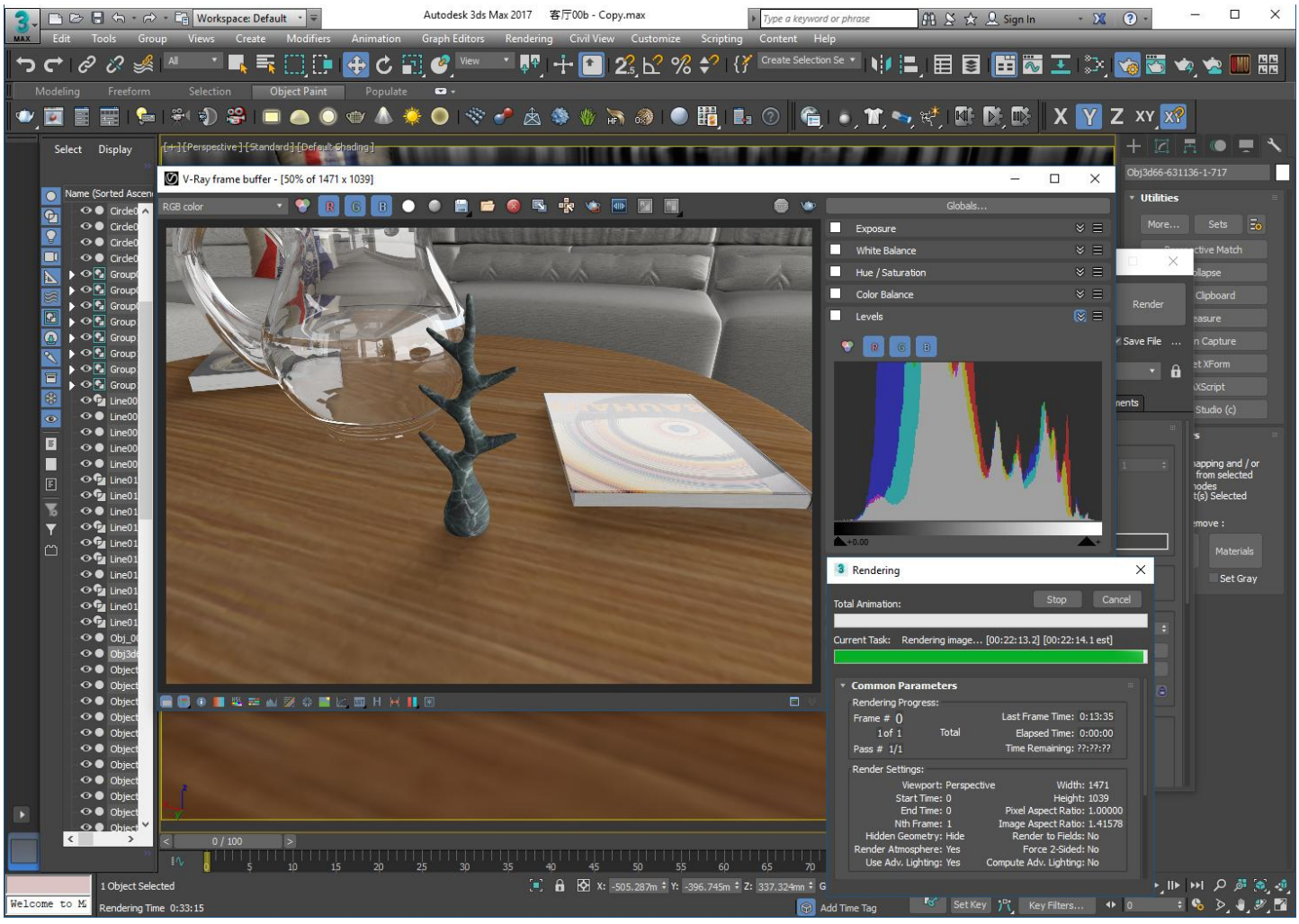
WOMEN

(c) Decoration Material



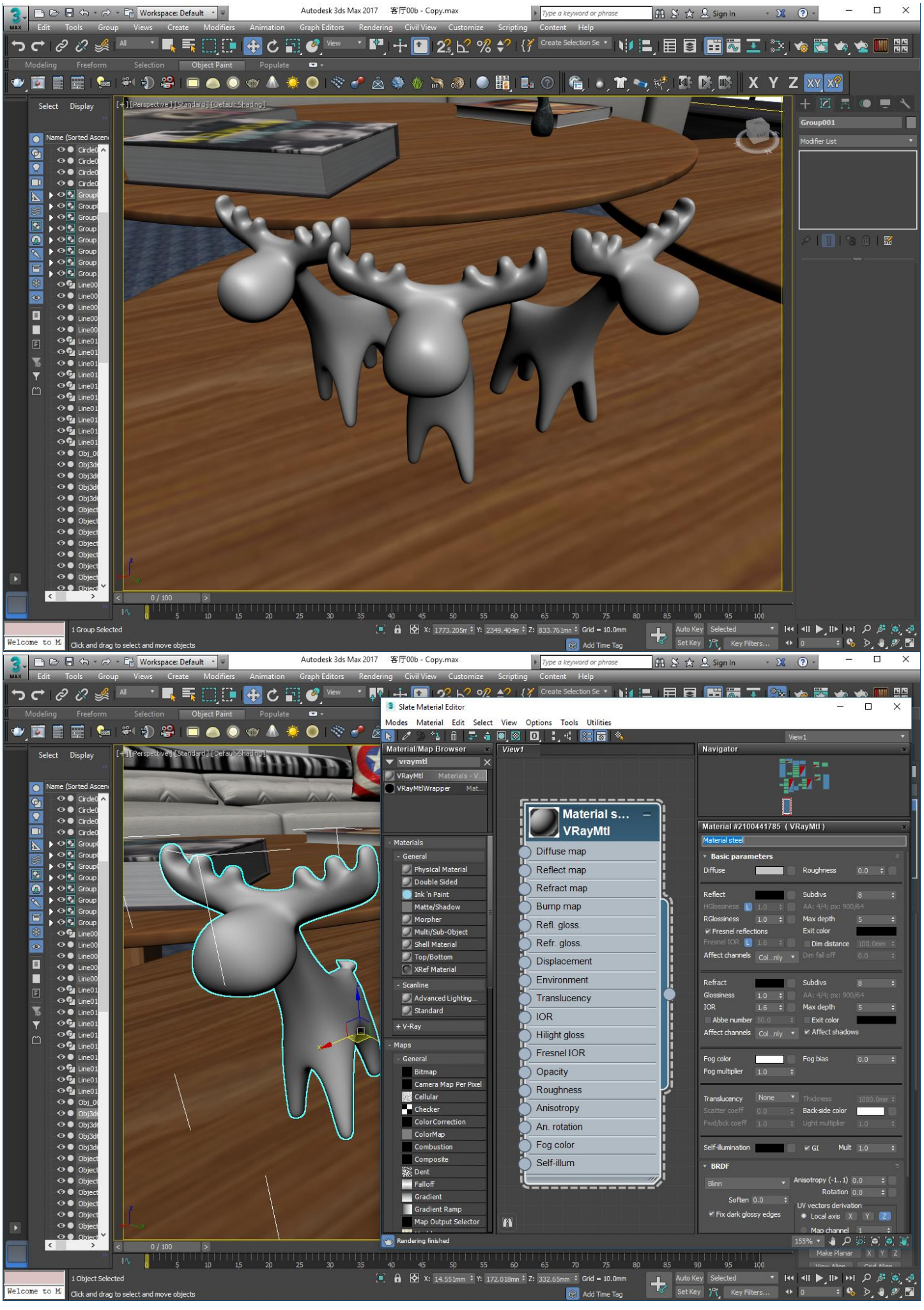


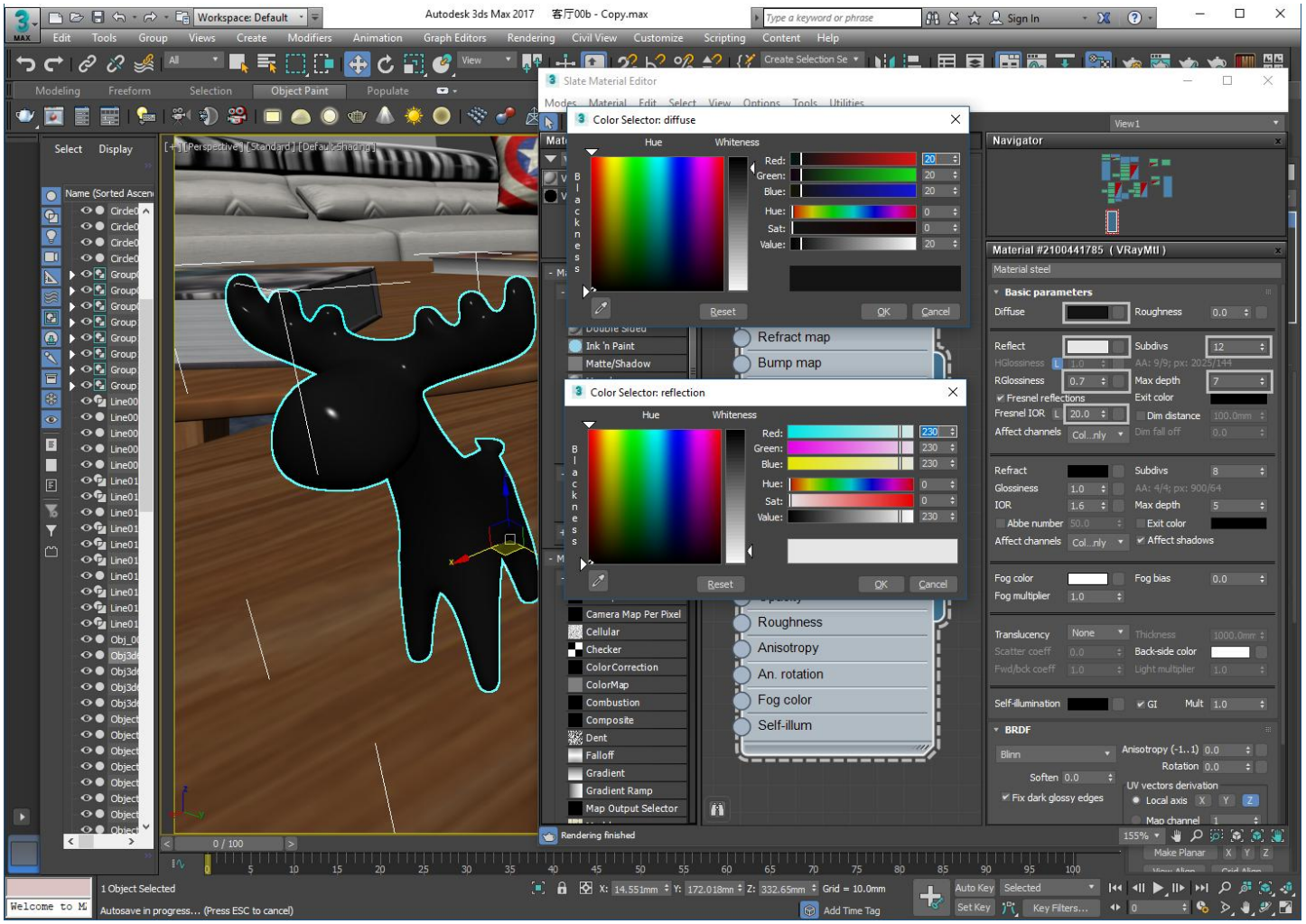

Slate Material Editor
Material/Map Browser
View1
Map #... Bitmap
Ma... Sta...
Ambient Color
Diffuse Color
Specular Color
Specular Level
Glossiness
Self-Illumination
Opacity
Filter Color
Bump
Reflection
Refraction
Displacement
Ma... No...
Normal
Additional Bump
Marble04
Marble04_4K_Base_Color.png
Marble04_4K_Height.png
Marble04_4K_Normal.png
Marble04_4K_Roughness.png

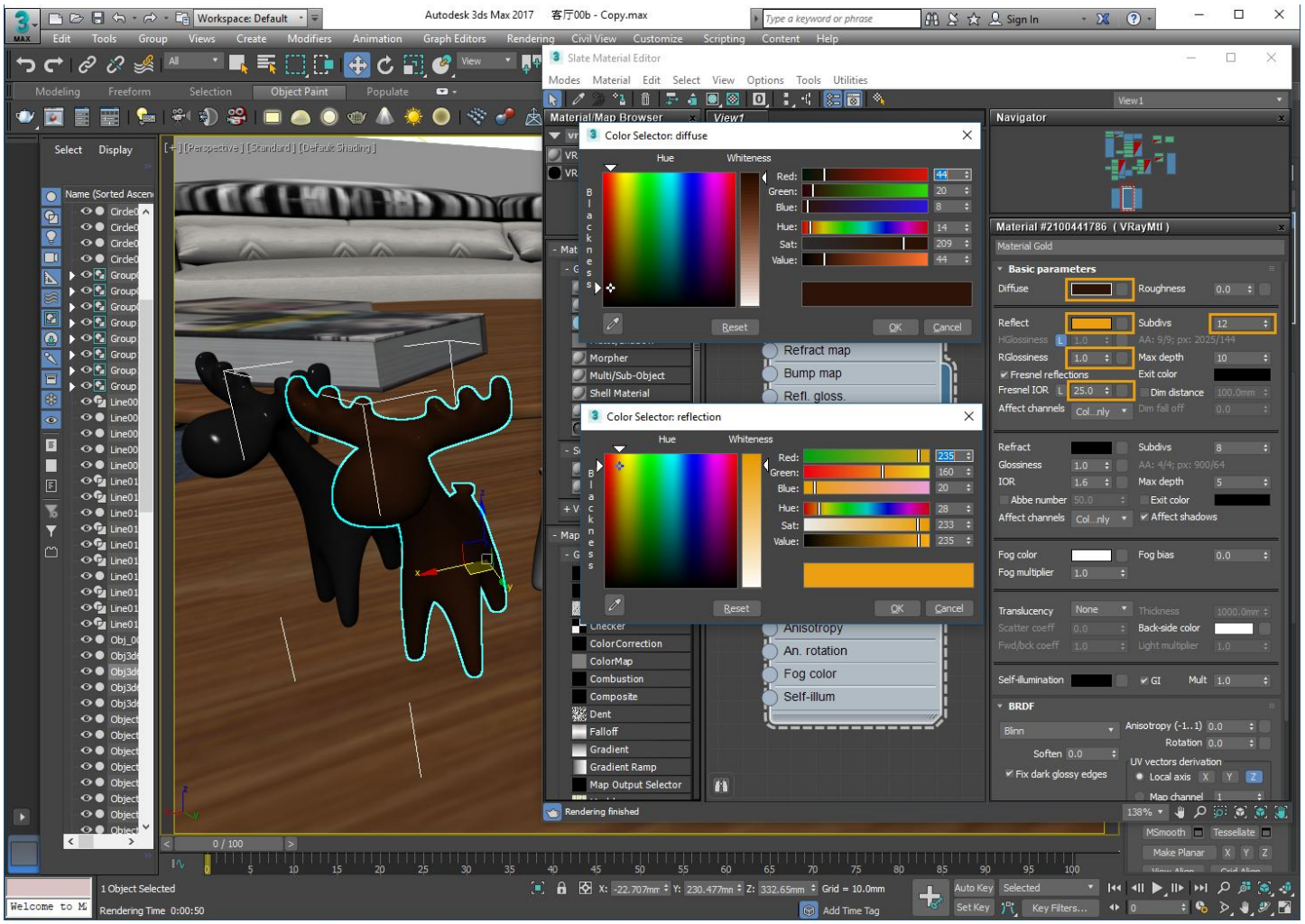

Autodesk 3ds Max 2017
V-Ray frame buffer - [50% of 1471 x 1039]
Rendering
Total Animation:
Stop
Cancel
Common Parameters
Rendering Progress:
Render Settings:

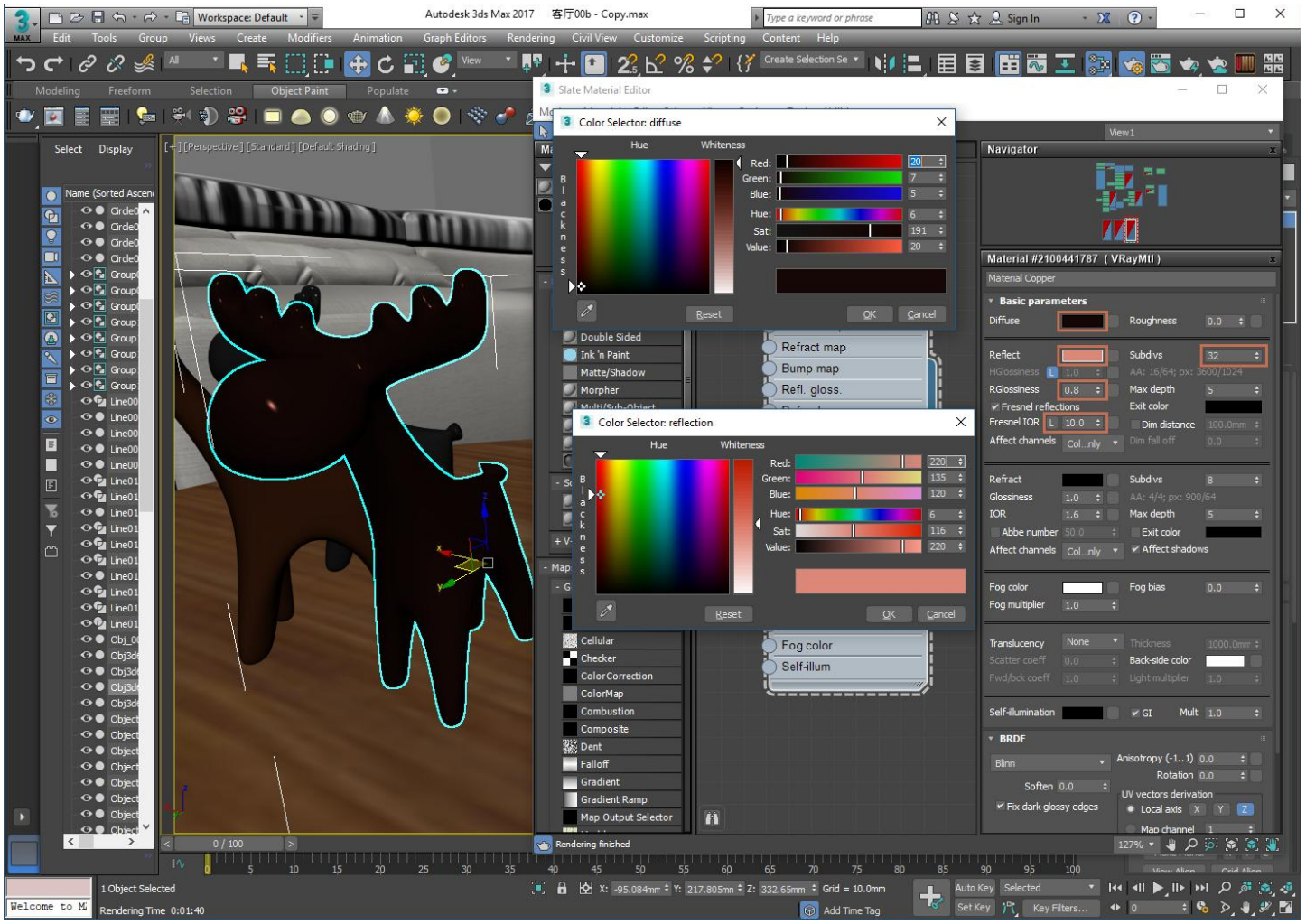
BAUHAUS

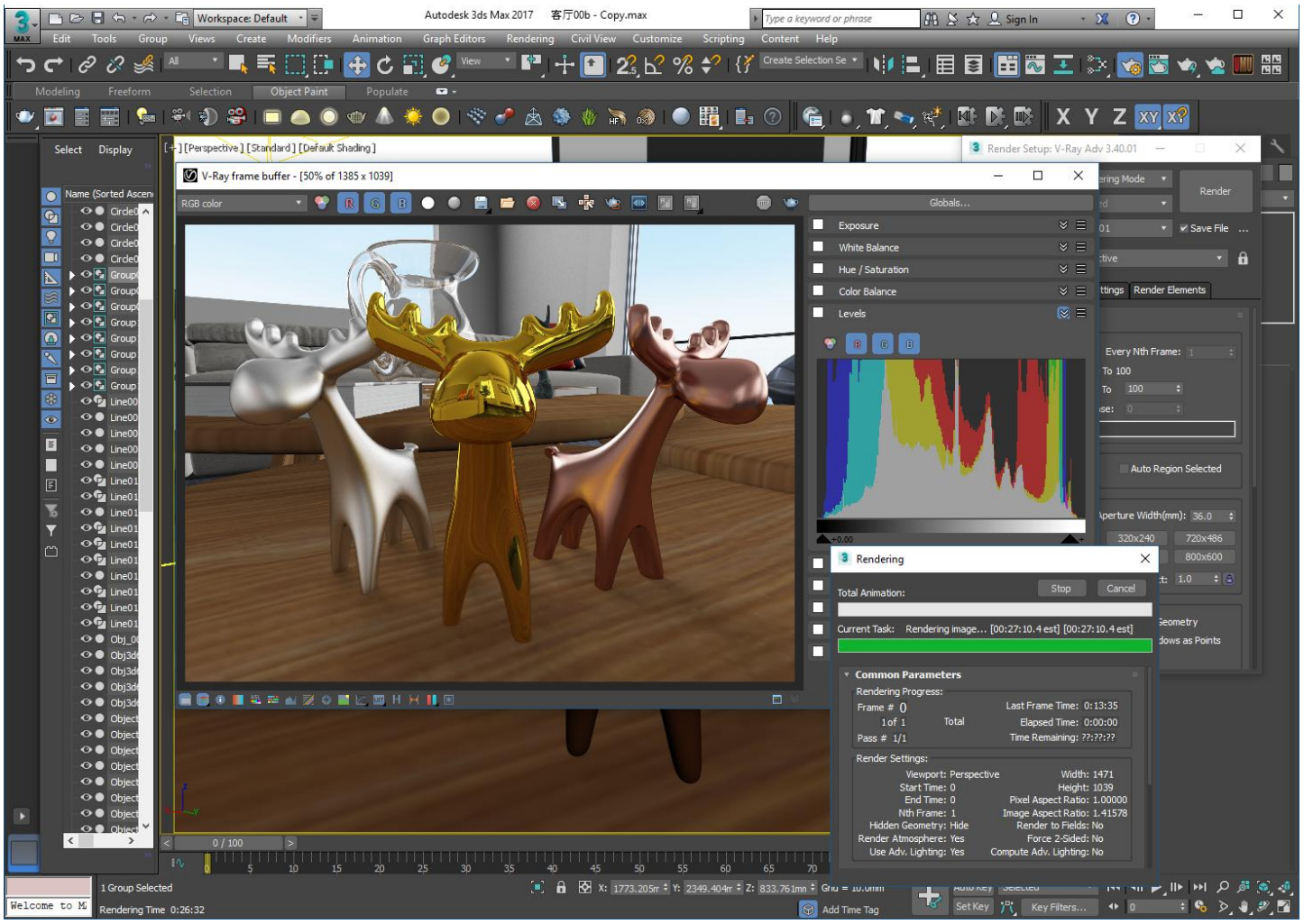
(d) Steel Material



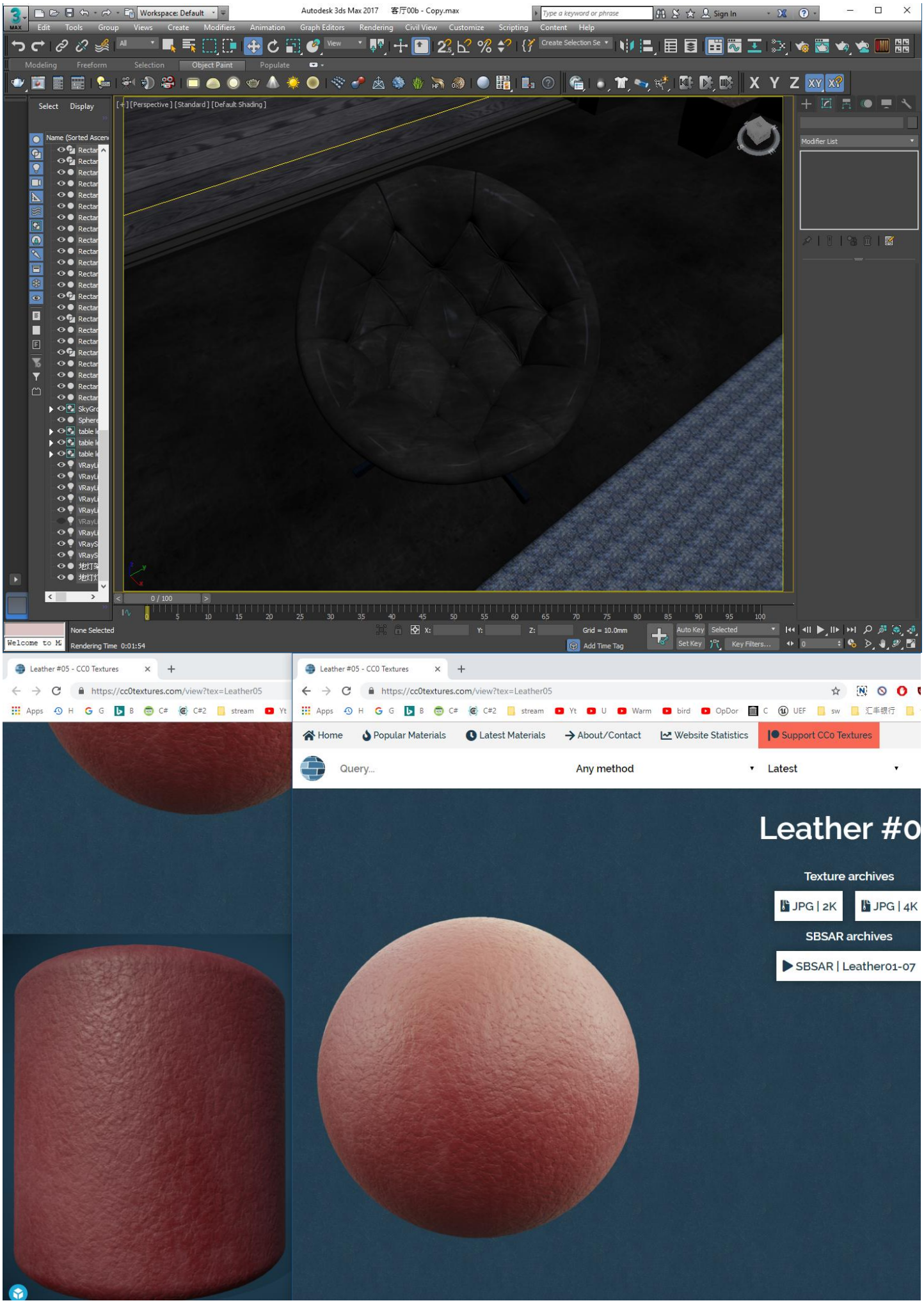

Autodesk 3ds Max 2017
客厅00b - Copy.max
Slate Material Editor
Color Selector: diffuse
Color Selector: reflection
Material #2100441785 (VRayMtl)
Refract map
Bump map
Roughness
Anisotropy
An. rotation
Fog color
Self-illum

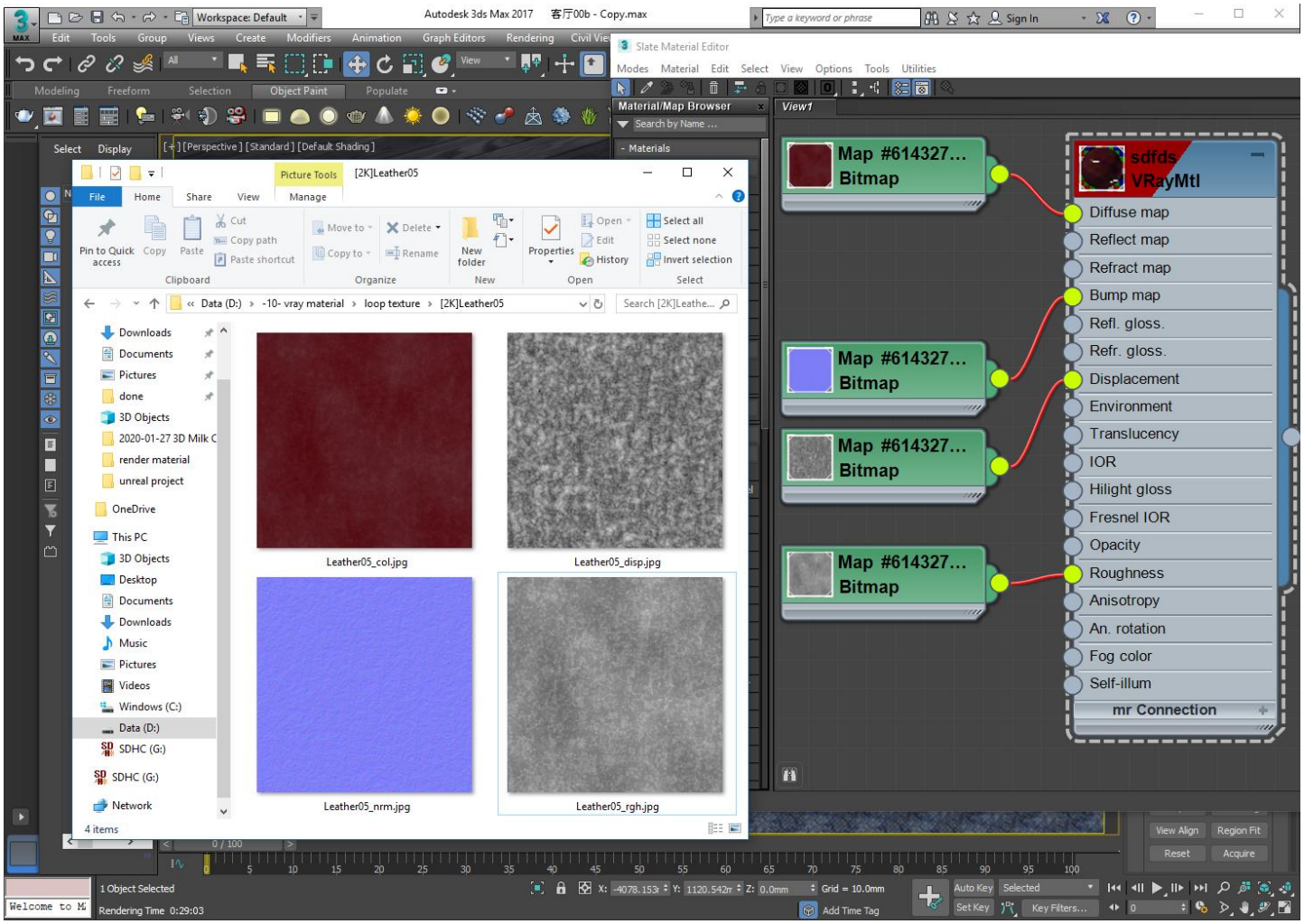

Autodesk 3ds Max 2017
客厅00b - Copy.max
Slate Material Editor
Color Selector: diffuse
Color Selector: reflection
Material #2100441786 (VRayMtl)
Refract map
Bump map
Refl. gloss.
Anisotropy
An. rotation
Fog color
Self-illum

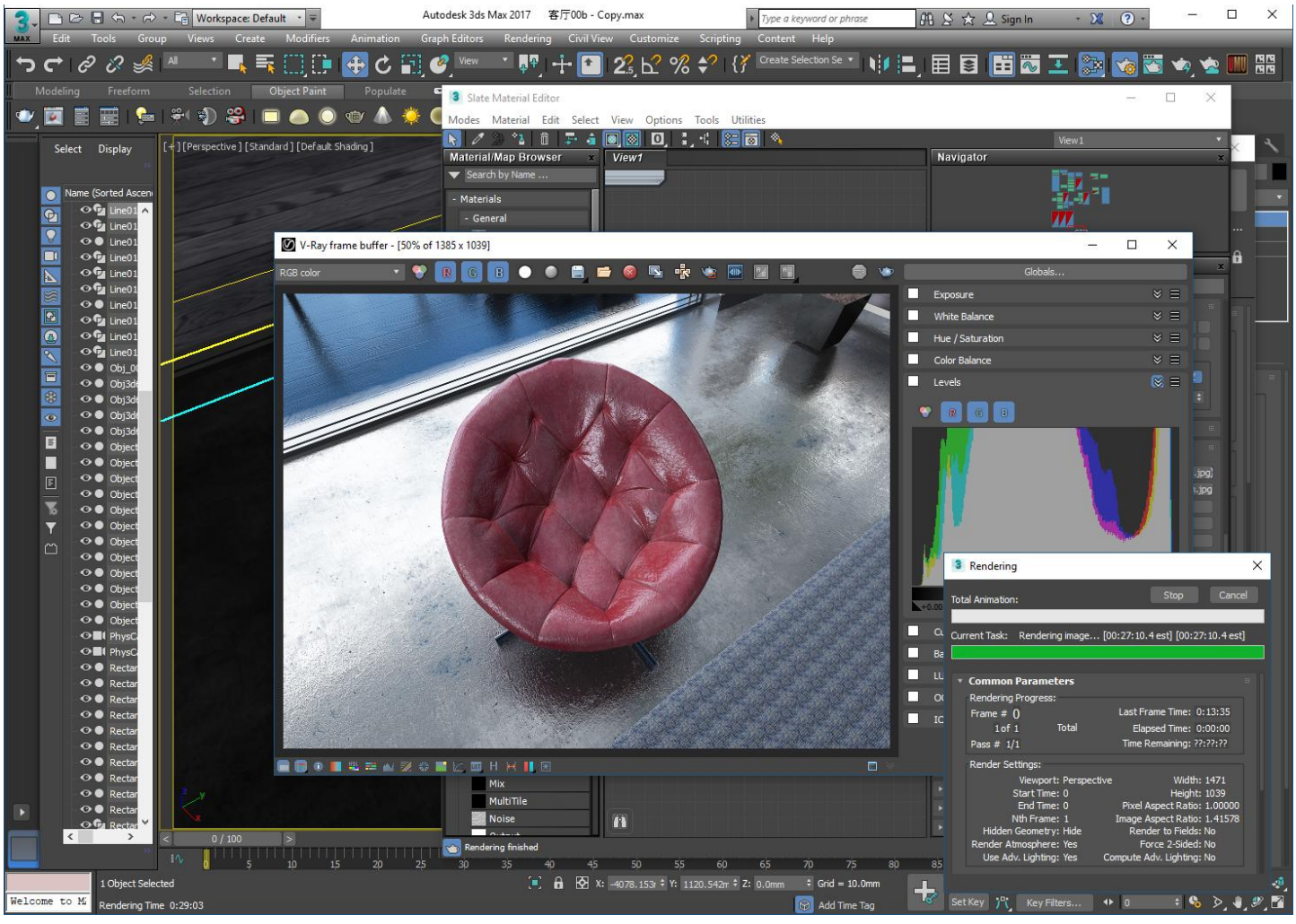

Autodesk 3ds Max 2017
客厅00b - Copy.max
Slate Material Editor
Color Selector: diffuse
Color Selector: reflection
Navigator
Material #2100441787 (VRayMtl)
Material Copper
Basic parameters
Refract map
Bump map
Refl. gloss.
Fog color
Self-illum
Rendering finished
1 Object Selected
Rendering Time 0:01:40


Autodesk 3ds Max 2017
客厅00b - Copy.max
V-Ray frame buffer - [50% of 1385 x 1039]
Render Setup: V-Ray Adv 3.40.01
Rendering
Total Animation:
Current Task: Rendering image... [00:27:10.4 est] [00:27:10.4 est]
Common Parameters
1 Group Selected
Rendering Time 0:26:32

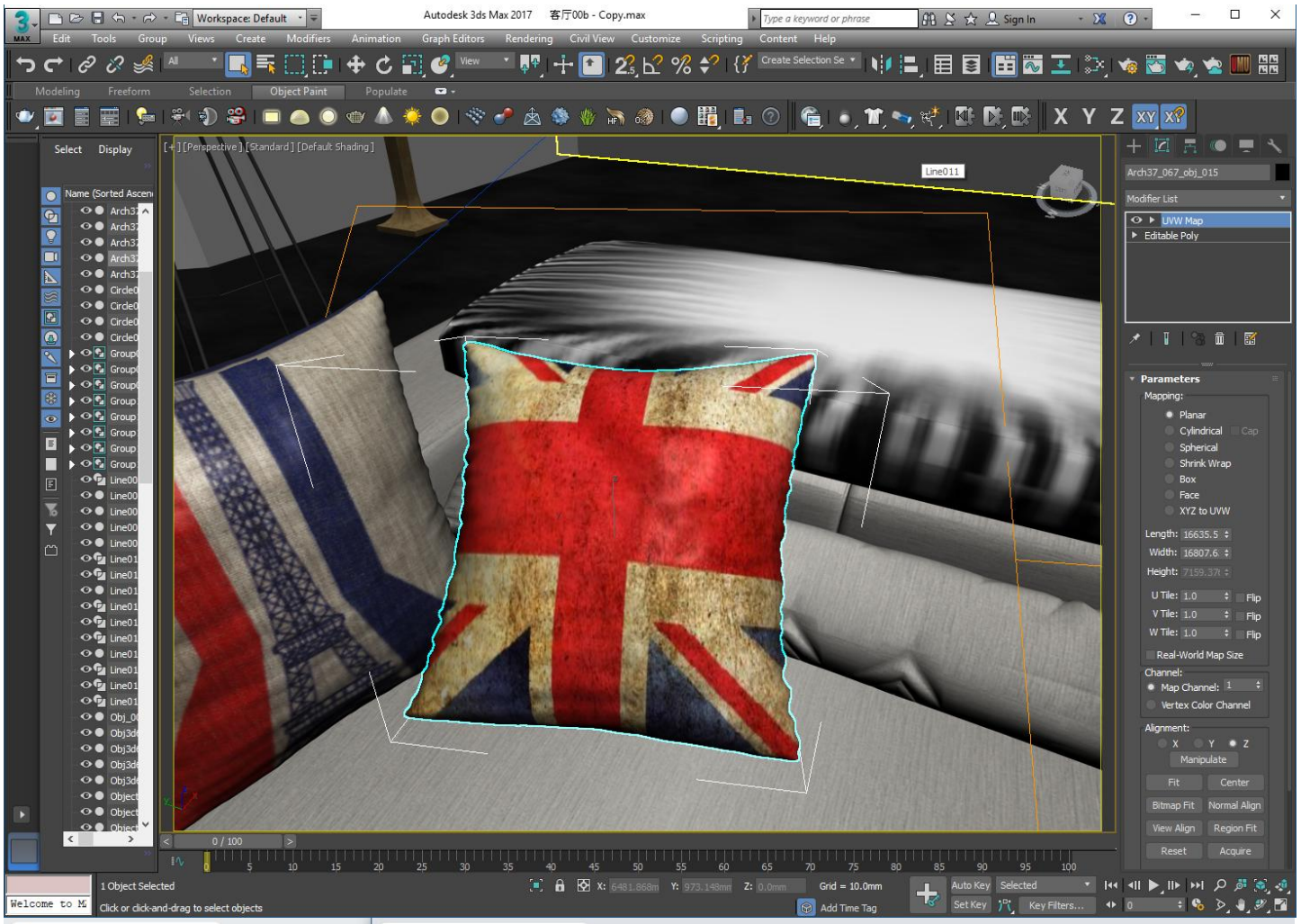
(e) Leather Material

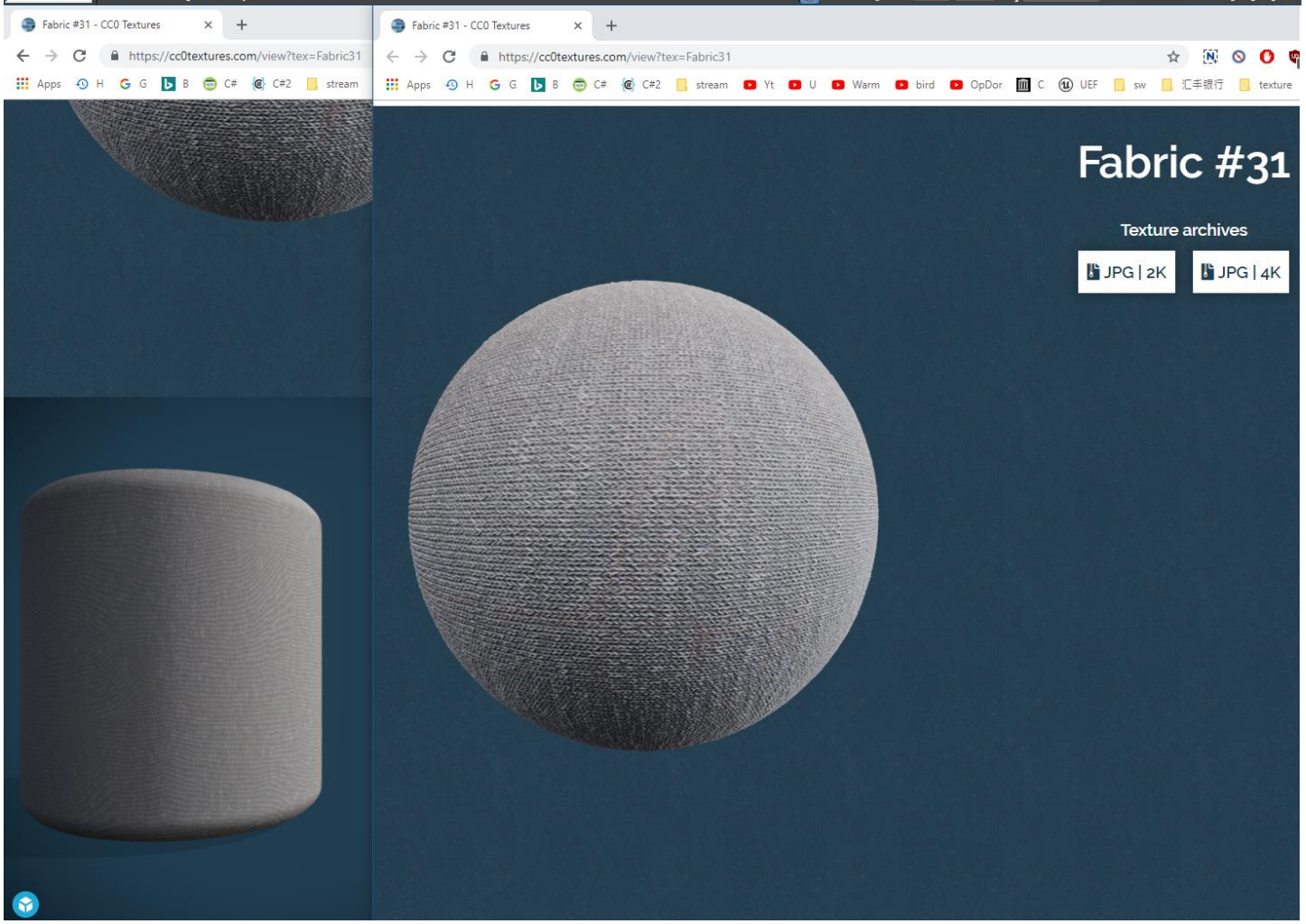


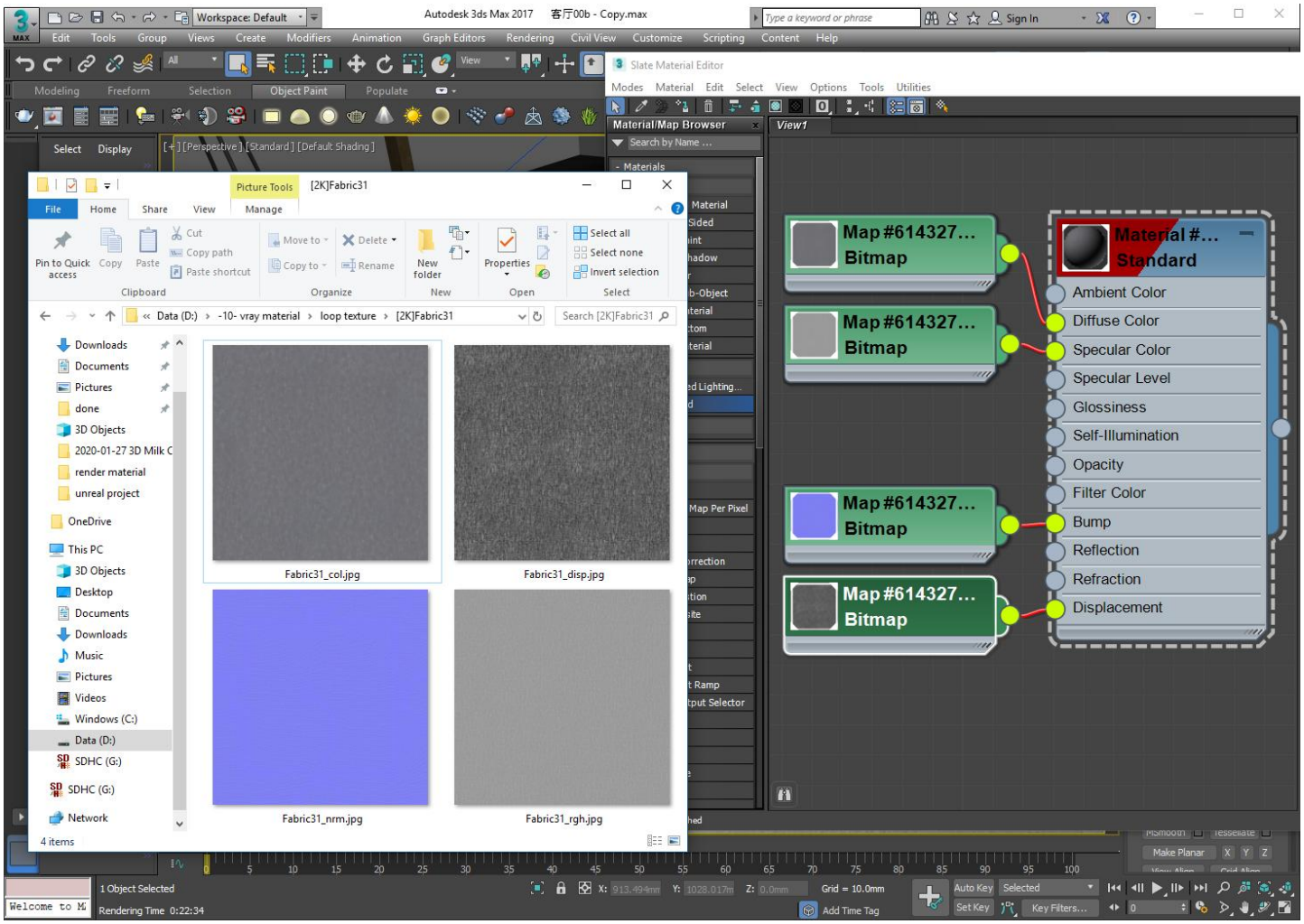

Autodesk 3ds Max 2017
客厅00b - Copy.max
Slate Material Editor
Material/Map Browser
View1
Map #614327... Bitmap
Map #614327... Bitmap
Map #614327... Bitmap
Map #614327... Bitmap
sdfds VRayMtl
Diffuse map
Reflect map
Refract map
Bump map
Refl. gloss.
Refr. gloss.
Displacement
Environment
Translucency
IOR
Hilight gloss
Fresnel IOR
Opacity
Roughness
Anisotropy
An. rotation
Fog color
Self-illum
mr Connection
[2K]Leather05
Leather05_col.jpg
Leather05_disp.jpg
Leather05_nrm.jpg
Leather05_rgh.jpg
4 items

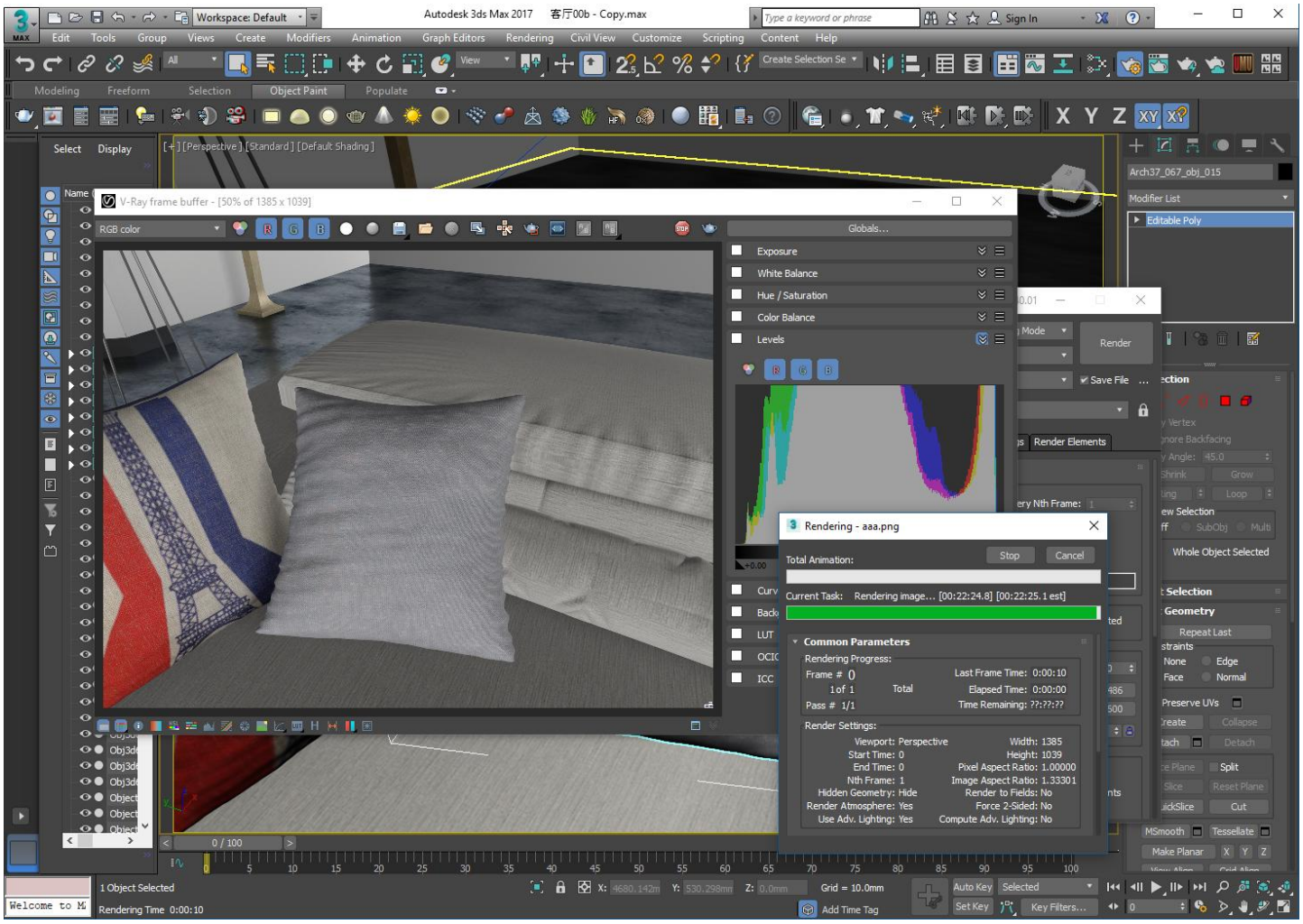

Autodesk 3ds Max 2017
客厅00b - Copy.max
Slate Material Editor
V-Ray frame buffer - [50% of 1385 x 1039]
Rendering
Total Animation:
Stop
Cancel
Common Parameters
Rendering Progress:
Rendering Settings:
Rendering finished

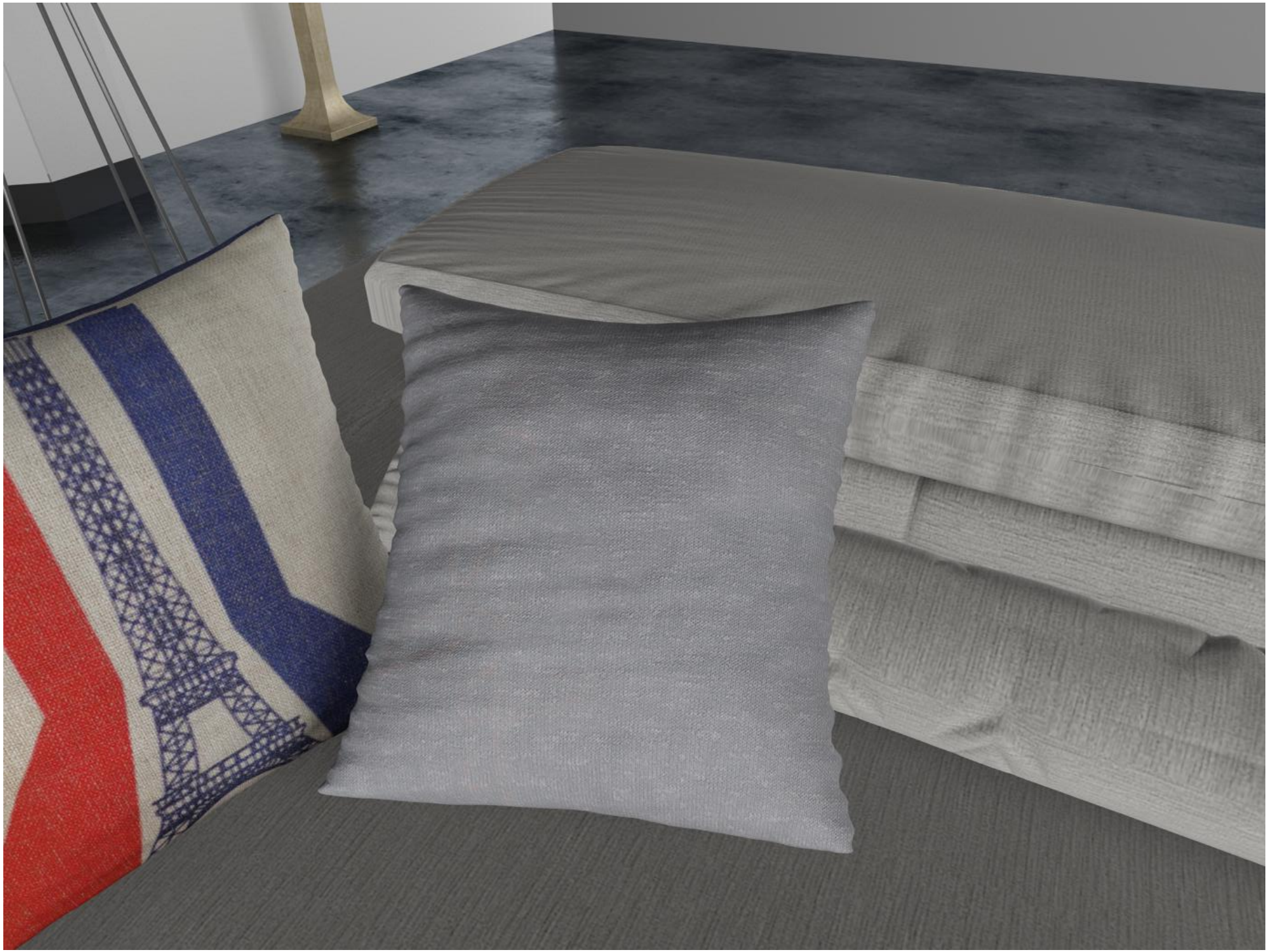
(f) Fabric Material



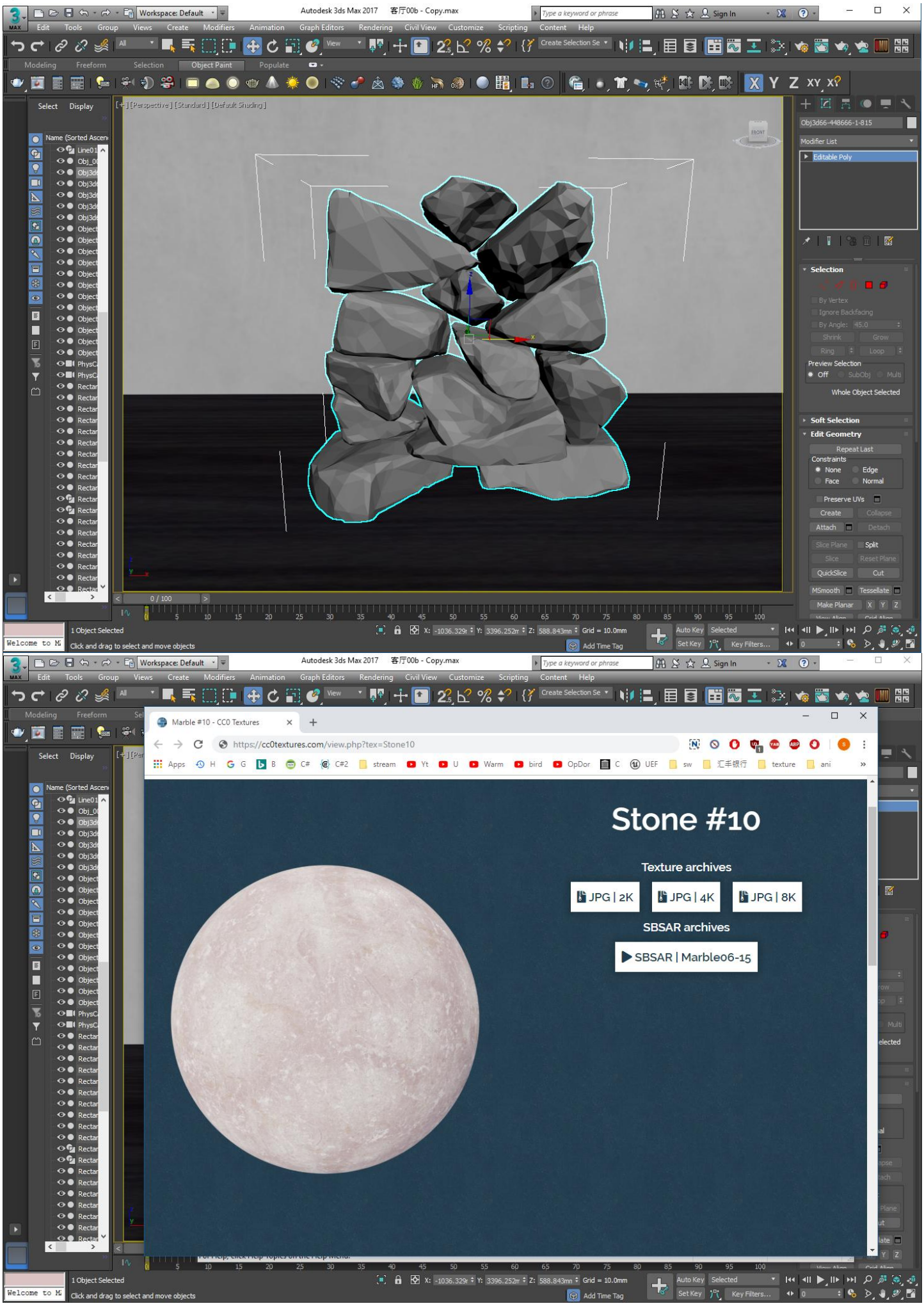


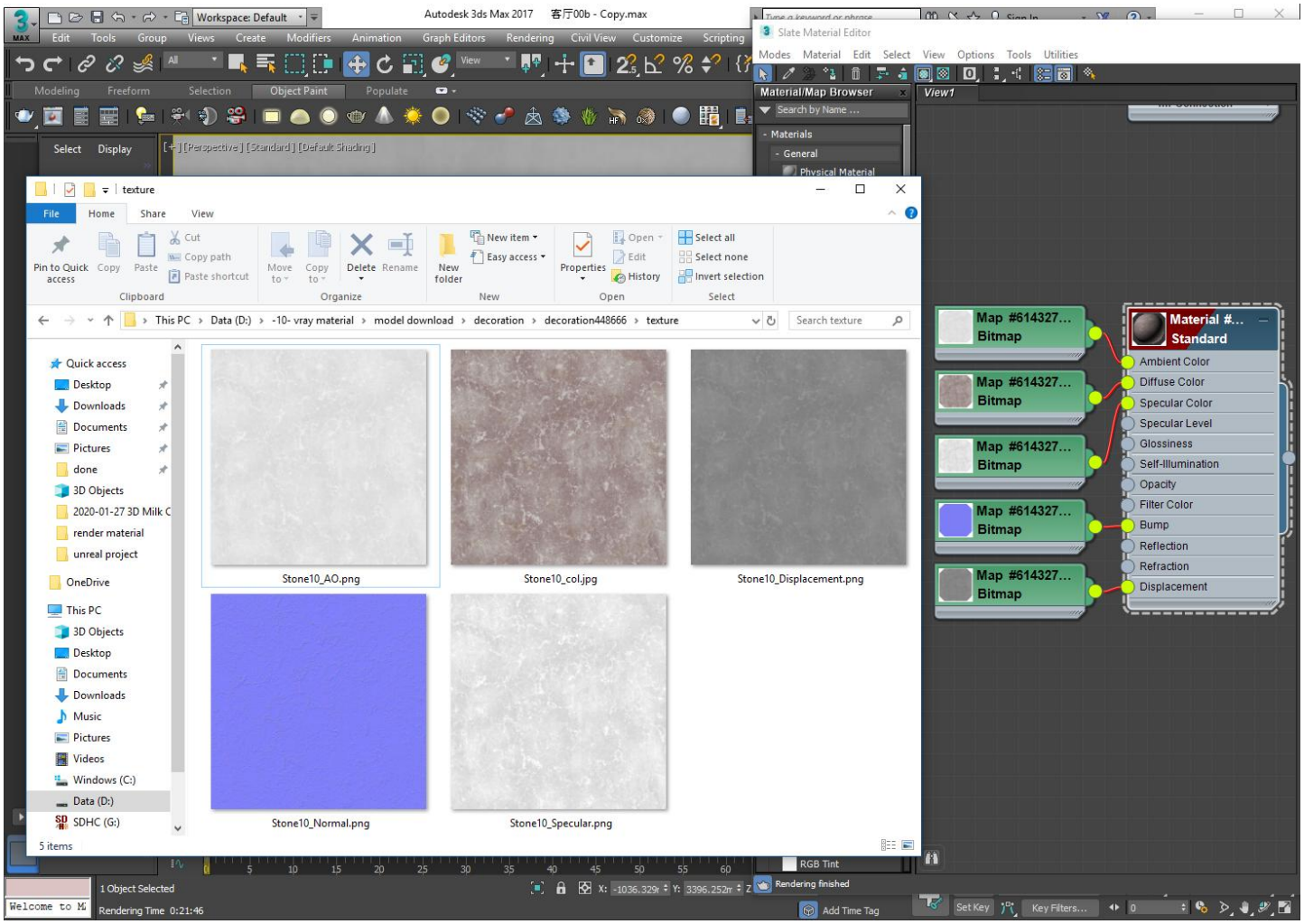

Autodesk 3ds Max 2017
客厅00b - Copy.max
Slate Material Editor
Material/Map Browser
View1
Map #614327... Bitmap
Material #... Standard
Ambient Color
Diffuse Color
Specular Color
Specular Level
Glossiness
Self-Illumination
Opacity
Filter Color
Bump
Reflection
Refraction
Displacement
[2K]Fabric31
Fabric31_col.jpg
Fabric31_disp.jpg
Fabric31_nrm.jpg
Fabric31_rgh.jpg
4 items

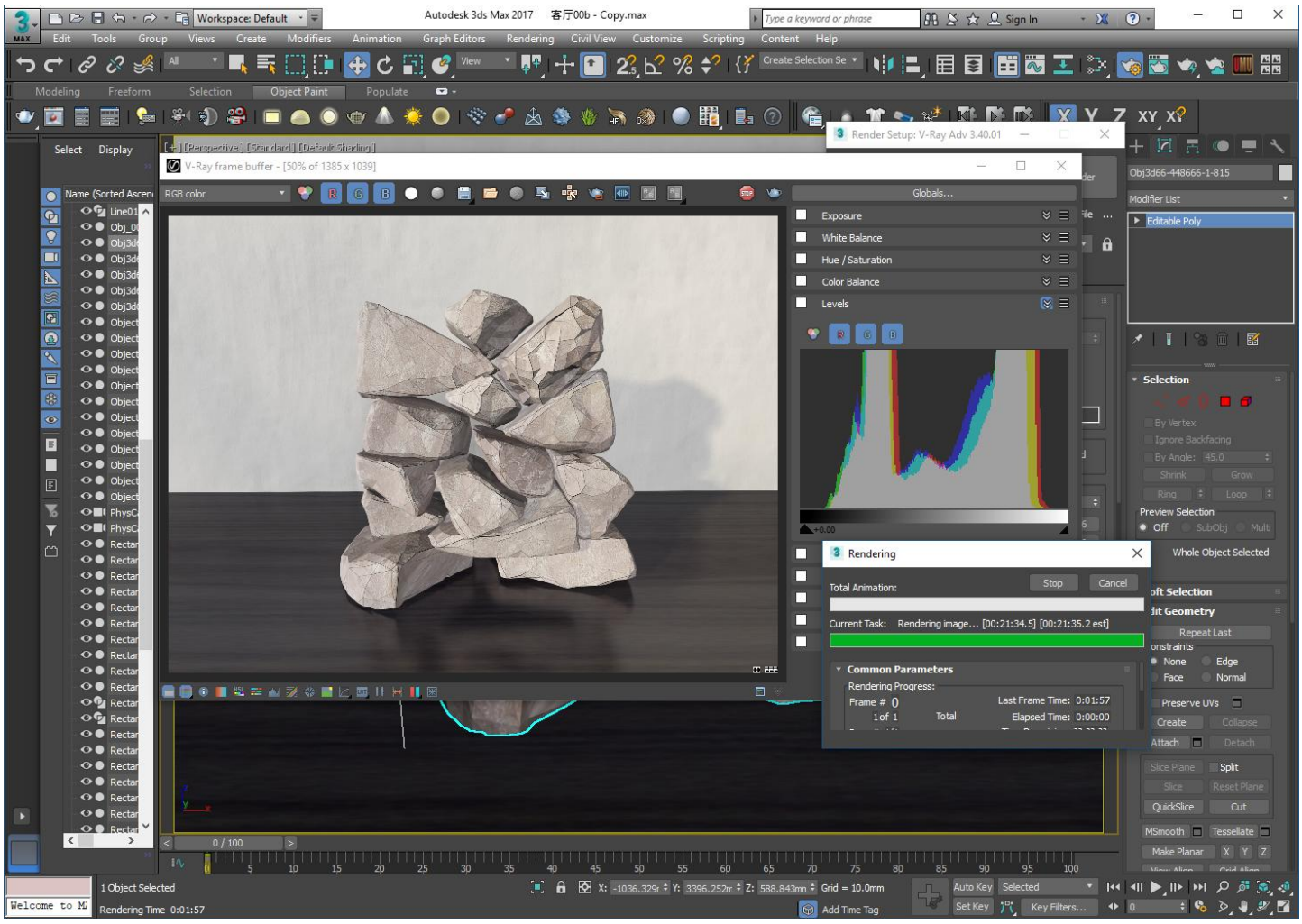

Autodesk 3ds Max 2017
客厅00b - Copy.max
V-Ray frame buffer - [50% of 1385 x 1039]
Rendering - aaa.png
Total Animation:
Current Task: Rendering image... [00:22:24.8] [00:22:25.1 est]
Common Parameters
Rendering Progress:
Render Settings:



(g) Stone Material




Autodesk 3ds Max 2017
客厅00b - Copy.max
Slate Material Editor
Material/Map Browser
texture
Stone10_AO.png
Stone10_col.jpg
Stone10_Displacement.png
Stone10_Normal.png
Stone10_Specular.png
Map #614327... Bitmap
Material #... Standard
Ambient Color
Diffuse Color
Specular Color
Specular Level
Glossiness
Self-Illumination
Opacity
Filter Color
Bump
Reflection
Refraction
Displacement
Rendering finished
Rendering Time 0:21:46


Autodesk 3ds Max 2017
客厅00b - Copy.max
Render Setup: V-Ray Adv 3.40.01
V-Ray frame buffer - [50% of 1385 x 1039]
Rendering
Total Animation:
Stop
Cancel
Current Task: Rendering image... [00:21:34.5] [00:21:35.2 est]
Common Parameters
Rendering Progress:
Frame # 0
Last Frame Time: 0:01:57
Elapsed Time: 0:00:00
Exposure
White Balance
Hue / Saturation
Color Balance
Levels
Editable Poly
Rendering Time 0:01:57